

Kentucky Education Network
Applications Matrix
Drafted on April 16, 2007

Applications	User Group	Mandated Timeline	Guidelines Supported
#1 Bundle			
1. Desktop Conferencing (Includes peer to peer video conferencing and Web conferencing); IP-based Interactive Communications (Includes telephony (V/IP), television (TVIP), video conferencing); Streaming Media (Delivering instruction with video broadcast (TV) & video on demand (Encyclomedia); Internet2 Videoconferencing	Commonwealth Videoconferencing Network (CVCN)		1 - 10; 2 - 10; 2, 3, 5 - 10
2. Online Testing and Assessment (Defining baselines, assisting gap analysis, building learning paths)	K12, Workforce, CPE, EPSB, DLST, Personnel		1 - 10
3. Assistive Technologies (Enabling users with disabilities to participate fully)	KCDHH, COT, Special Ed, Norb Ryan		1 - 10
#2 Bundle			
1. Data Transfer (A secure, reliable method of data transfer without size limitation)	DTC, COT, IR, Business Office		1, 2, 5, 6, 8, 9, 10
2. Interoperability (The ability for different systems to intercommunicate seamlessly)	COT, K12		1, 4, 5, 6, 8, 9, 10
3. P-20 Data Warehouse (A seamless database of K-12 and postsecondary education data for research and reporting)	KDE, CPE, EPSB		1, 3 - 6, 8 - 10
#3 Bundle			
1. Common Library Management System (For entire education community)			2 - 10
2. Lifelong Learning Portal (One place to go for lifelong learning activities)			2 - 10
3. Internet2 Applications (Cross cultural and global collaboration tools for the entire education community)			2 - 10
4. Federated Search Engine (Searching across dissimilar library systems)			2 - 10
#4 Bundle			
1. Educational Simulations & Games (Teaching tools to engage learners)			2 - 8, 10
2. Learning Objects Repository (A system for managing/sharing digital materials and media to assist with instruction)			2 - 8, 10
3. Mobile Learning (Delivering instructions or resources to handheld devices)			2, 3, 5 - 8, 10
#5 Bundle			
1. Single Sign On (The ability to access multiple systems using a single set of credentials)			5, 6, 8, 9, 10
2. Statewide eProcurement (One stop requisitioning, approval and purchasing)			9, 10
3. Electronic Signature System (The ability to enable and complete electronic transactions)			9, 10
4. Digital Assets Management (Statewide system for managing/sharing various organizations' catalogs of digital items)			6, 8, 9, 10
5. Access to Grid Computing (Collaborating and harvesting computing resources, e.g. TeraGrid)			8, 9, 10
1. Meet federal or state mandates			
2. Has direct impact on student learning			
3. Reduce need for remediation			
4. Facilitate student assessment			
5. Support student's success in lifelong learning			
6. Demonstrate breadth & depth of impact			
7. Facilitate equal access			
8. Improve effectiveness of educators			
9. Improve administrative processes			
10. Maximize use of resources			